SunMan
Users Guide

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STORYLINE

The year is 2052, the world is at peace because of Superman. But he is getting older and losing some of his power. Luckily, he has been training his son, Frank Kent, AKA Sun Man to take over for him the time comes. One day, Superman is lifting a building with his son and his heart gives out and he dies. The world is devestated and now it is time for Sun Man to protect the earth. Everything seems to be fine...

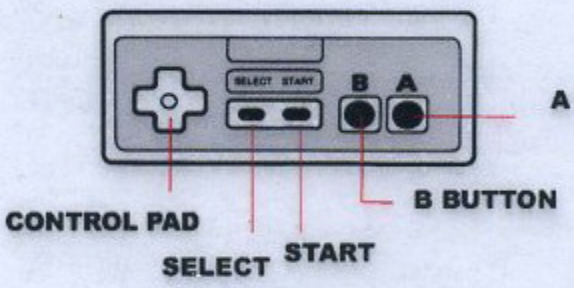
Meanwhile...

The evil alien Spector has been slowing taking over the universe and has decided Earth is next. He knows he could never defeat Superman, so when he hears of his death, he makes his move to take control of Earth. Unfortuneately he does not know that Sun Man is as powerful as his dad, so it is up to him to defeat Spector and save the Earth!

Sun Man

Spector

CONTROLS



Up: Makes Sunman fly. While flying, it moves Sunman up.

Left, Right: Makes Sunman move left or right.

Down: Makes Sunman duck. While flying, it moves Sunman down.

Start: Pauses the game.

Select: Does nothing.

B: Makes Sunman punch. During certain boss battles, this button makes him shoot lasers from his eyes. While jumping, hitting this button will make Sunman fly.

A: Makes Sunman jump. If this button is hit while jumping, Sunman will start to fly. During the button mashing segments, this button will destroy your wrist.

Users Guide Continued...

GAME SCREEN

STAGES

Megaro City
Defeat all enemies and save the city

Grand Canyon
Destroy Spectors Missle Center

Rocky Mountain Railroad
Stop the runaway train

Spector on Battle Cruiser
Chase and destroy the escaping motorboat

Spector on Battle Cruiser
Chase Spector to the Dead End and Defeat Him!

Level Skip: Pause the game and press A+B on controller #2 to skip levels